import flash.events.Event;

import flash.events.MouseEvent;

var firstClick = false, introDone=false, disableLR=false, goneLeft=false,

givenArm=false, givenBones=false, disableHUD=false;

var scene = 2;

var lastText = "";

function enter(e){

//intro.frameRate = .01;

}

function startintro():void{ //very first click

beginningtext.visible=false;

intro.visible = true;

intro.x=111.75;

intro.y=4.1;

intro.gotoAndPlay(0);

}

function startoutro(){

scene=4;

disableLR=true;

disableHUD=true;

changetext.visible=false;

hud.visible=false;

room.visible=false;

house.visible=false;

bubble.visible=false;

dream.visible=false;

player1.visible=false;

outro.visible=true;

outro.x=0;

outro.y=0;

outro.gotoAndPlay(0);

}

function onClick(e):void{

changetext.text="";

if (!firstClick) { //CLICK TO START

firstClick=true;

startintro();

}

if (intro.currentFrame==intro.totalFrames){ //if intro is over

if (!introDone){//first time intro is done

bt1.visible=true;

bt2.visible=true;

bt3.visible=true;

bt4.visible=true;

bt5.visible=true;

hud.visible=false;

hud.x=526.65;

hud.y=67.4;

introDone=true;

changetext.x=35.4;

changetext.y=10;

changetext.text="where am i?! (i'll talk to you using this box!)";

intro.visible=false;

player1.visible=true;

player1.y=509.3;

player1.x=26;

}

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

else if (scene==0 && stage.mouseX>61 && stage.mouseX<227 &&

stage.mouseY>238 && stage.mouseY<584){

if (!givenArm && hud.arm.visible && lastText=="USING: BLUE SKELETON ARM"){

givenArm=true;

hud.arm.visible=false;

hud.flare.visible=true;

house.fallenarm.visible=true;

changetext.text="FLARE ADDED TO BACKPACK: mr. skeleton gave me this! :D";

}

else if (!givenArm)

changetext.text="he looks like he's from a video game, but he's not! (and he wants his arm...)";

else if (givenArm)

changetext.text="i already talked with him. nothing more to do here";

}

else if (scene==0 && stage.mouseX>556 && stage.mouseX<715 &&

stage.mouseY>556 && stage.mouseY<583 && house.scenearm.visible){

hud.regarm.visible=true;

house.scenearm.visible=false;

changetext.text="BONE ADDED TO BACKPACK: this bone might come in handy";

}

else if (scene==0 && stage.mouseX>909 && stage.mouseX<978 &&

stage.mouseY>450 && stage.mouseY<493){

if ((lastText=="USING: CROWBAR")&& house.bluearm.visible){

hud.arm.visible=true;

house.bluearm.visible=false;

changetext.text="BLUE SKELETON ARM ADDED TO BACKPACK";

}

else if (house.bluearm.visible) changetext.text="it's stuck under the house... i'll need something to help wedge it out";

}

else if (scene==0 && stage.mouseX>308 && stage.mouseX<454 &&

stage.mouseY>522 && stage.mouseY<719)

changetext.text="...legzzzz...";

else if (scene==0 && stage.mouseX>467 && stage.mouseX<548 &&

stage.mouseY>573 && stage.mouseY<631)

changetext.text="cranium hulabaloo! it's a skull!";

else if (scene==0 && stage.mouseX>485 && stage.mouseX<604 &&

stage.mouseY>636 && stage.mouseY<694)

changetext.text="i want my baby back baby back baby back ribs";

else if (scene==0 && stage.mouseX>261 && stage.mouseX<340 &&

stage.mouseY>334 && stage.mouseY<448)

changetext.text="grass. what do you want me to do, lick it?";

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

else if (scene==1 && stage.mouseX>163 && stage.mouseX<308 &&

stage.mouseY>562 && stage.mouseY<706){

if (!givenBones && hud.brokenbones.visible && lastText=="USING: BROKEN BONES"){

givenBones=true;

hud.brokenbones.visible=false;

hud.flaregun.visible=true;

changetext.text="FLARE GUN ADDED TO BACKPACK: the dude gave me this... noice!";

}

else if (!givenBones)

changetext.text="he says his horse likes eating bones...?";

else if (givenBones)

changetext.text="OM NOM NOM";

}

else if (scene==1 && stage.mouseX>48 && stage.mouseX<171 &&

stage.mouseY>440 && stage.mouseY<550)

changetext.text="hey! that one's red!";

else if (scene==1 && stage.mouseX>172 && stage.mouseX<230 &&

stage.mouseY>435 && stage.mouseY<480)

changetext.text="YELLOW?!?!?!?!?!";

else if (scene==1 && stage.mouseX>363 && stage.mouseX<445 &&

stage.mouseY>467 && stage.mouseY<527)

changetext.text="hey! that one's blue!";

else if (scene==1 && stage.mouseX>390 && stage.mouseX<540 &&

stage.mouseY>593 && stage.mouseY<711)

changetext.text="oh boy! a purple one!";

else if (scene==1 && stage.mouseX>428 && stage.mouseX<594 &&

stage.mouseY>0 && stage.mouseY<304){

if (lastText=="USING: LOADED FLARE GUN"){

startoutro();

}else changetext.text="if only i could get his attention...";

}

else if (scene==1 && stage.mouseX>29 && stage.mouseX<201 &&

stage.mouseY>32 && stage.mouseY<150)

changetext.text="don't forget to eat your shreggs, kids!";

else if (scene==1 && stage.mouseX>296 && stage.mouseX<380 &&

stage.mouseY>321 && stage.mouseY<405)

changetext.text="oh. this guy.";

else if (scene==1 && stage.mouseX>254 && stage.mouseX<290 &&

stage.mouseY>500 && stage.mouseY<535)

changetext.text="is he really small or really far away?";

else if (scene==1 && stage.mouseX>693 && stage.mouseX<917 &&

stage.mouseY>353 && stage.mouseY<543)

changetext.text="horse!!!!!!!!!!!!!!!";

else if (scene==1 && stage.mouseX>815 && stage.mouseX<944 &&

stage.mouseY>63 && stage.mouseY<261)

changetext.text="i wonder how he's still sitting on that horse";

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

else if (scene==2 && stage.mouseX>509 && stage.mouseX<615 &&

stage.mouseY>314 && stage.mouseY<491)

changetext.text="that's what we humans call a 'balloon'";

else if (scene==2 && stage.mouseX>343 && stage.mouseX<400 &&

stage.mouseY>271 && stage.mouseY<326)

changetext.text="it's just floating there...";

else if (scene==2 && stage.mouseX>834 && stage.mouseX<1050 &&

stage.mouseY>443 && stage.mouseY<679)

changetext.text="catapult-y!";

else if (scene==2 && stage.mouseX>129 && stage.mouseX<375 &&

stage.mouseY>386 && stage.mouseY<573)

changetext.text="a catapult!";

else if (scene==2 && stage.mouseX>188 && stage.mouseX<322 &&

stage.mouseY>155 && stage.mouseY<273)

changetext.text="i once threw my dog into the sky. i wonder where he ended up...";

else if (scene==2 && stage.mouseX>657 && stage.mouseX<965 &&

stage.mouseY>133 && stage.mouseY<450)

changetext.text="it's a castle in the sky... a sky castle!!";

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

else if (scene==3 && stage.mouseX>24.25 && stage.mouseX<189 &&

stage.mouseY>200 && stage.mouseY<401)

changetext.text="the good ol' days :')";

else if (scene==3 && stage.mouseX>945 && stage.mouseX<1036 &&

stage.mouseY>557 && stage.mouseY<625)

changetext.text="a typewriter... the artist must have run out of ideas!";

else if (scene==3 && stage.mouseX>0 && stage.mouseX<260 &&

stage.mouseY>0 && stage.mouseY<175)

changetext.text="better stay away. it's too high up to lick anyway";

else if (scene==3 && stage.mouseX>220 && stage.mouseX<390 &&

stage.mouseY>313 && stage.mouseY<460)

changetext.text="an old computer... i really don't care!";

else if (scene==3 && stage.mouseX>797 && stage.mouseX<908 &&

stage.mouseY>273 && stage.mouseY<584)

changetext.text="hey, what was that movie called again?";

else if (scene==3 && stage.mouseX>402 && stage.mouseX<635 &&

stage.mouseY>121 && stage.mouseY<390)

changetext.text="this window reflects the bright and joyful atmosphere of the room";

else if (scene==3 && ((stage.mouseX>157 && stage.mouseX<193 &&

stage.mouseY>459 && stage.mouseY<475) ||

(stage.mouseX>186 && stage.mouseX<193 &&

stage.mouseY>475 && stage.mouseY<591))

&& room.crowbar.visible){

hud.crowbar.visible=true;

room.crowbar.visible=false;

changetext.text="CROWBAR ADDED TO BACKPACK";

}

else if (scene==3 && stage.mouseX>66 && stage.mouseX<86 &&

stage.mouseY>444 && stage.mouseY<485)

changetext.text="mmmmm... voltage!!";

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

else if (scene==0 && stage.mouseX>649 && stage.mouseX<726 &&

stage.mouseY>259 && stage.mouseY<396) { //enter room

scene=3;

disableLR=true;

player1.x=600;

}

else if (scene==3 && stage.mouseX>497 && stage.mouseX<604 &&

stage.mouseY>640 && stage.mouseY<747){ //exit room

scene=0;

disableLR=false;

player1.x=898;

}

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

if (hud.visible && stage.mouseY>hud.y-hud.height/2 && stage.mouseY<hud.y+hud.height/2){

if (stage.mouseX>hud.x+hud.regarm.x-(hud.regarm.width/2) &&

stage.mouseX<hud.x+hud.regarm.x+(hud.regarm.width/2)

&& hud.regarm.visible){

if (lastText=="USING: CROWBAR"){ //break bone

hud.regarm.visible=false;

hud.brokenbones.visible=true;

changetext.text = "BROKEN BONES ADDED TO BACKPACK";

}

else changetext.text = "USING: BONE";

}

else if (stage.mouseX>hud.x+hud.brokenbones.x-(hud.brokenbones.width/2) &&

stage.mouseX<hud.x+hud.brokenbones.x+(hud.brokenbones.width/2)

&& hud.brokenbones.visible)

changetext.text = "USING: BROKEN BONES";

else if (stage.mouseX>hud.x+hud.crowbar.x-(hud.crowbar.width/2) &&

stage.mouseX<hud.x+hud.crowbar.x+(hud.crowbar.width/2)

&& hud.crowbar.visible)

changetext.text = "USING: CROWBAR";

else if (stage.mouseX>hud.x+hud.arm.x-(hud.arm.width/2) &&

stage.mouseX<hud.x+hud.arm.x+(hud.arm.width/2)

&& hud.arm.visible)

changetext.text = "USING: BLUE SKELETON ARM";

else if (stage.mouseX>hud.x+hud.flare.x-(hud.flare.width/2) &&

stage.mouseX<hud.x+hud.flare.x+(hud.flare.width/2)

&& hud.flare.visible)

changetext.text = "USING: FLARE";

else if (stage.mouseX>hud.x+hud.flaregun.x-(hud.flaregun.width/2) &&

stage.mouseX<hud.x+hud.flaregun.x+(hud.flaregun.width/2)

&& hud.flaregun.visible){

if (lastText=="USING: FLARE"){ //create loaded flare gun

hud.flaregun.visible=false;

hud.flare.visible=false;

hud.loadedflare.visible=true;

changetext.text = "LOADED FLARE GUN ADDED TO BACKPACK";

}

else changetext.text = "USING: FLARE GUN";

}

else if (stage.mouseX>hud.x+hud.loadedflare.x-(hud.loadedflare.width/2) &&

stage.mouseX<hud.x+hud.loadedflare.x+(hud.loadedflare.width/2)

&& hud.loadedflare.visible)

changetext.text = "USING: LOADED FLARE GUN";

}

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

if (!disableHUD)

if (stage.mouseY<= stage.stageHeight \* .05)

hud.visible=!hud.visible;

if (!disableLR){

if (stage.mouseX>= stage.stageWidth -(stage.stageWidth \* .05))

goRight();

else if (stage.mouseX<= stage.stageWidth \* .05)

goLeft();

}

update();

}

}

function goRight():void{

player1.x=26;

scene++;

if (scene > 2) scene = 2;

}

function goLeft():void{

player1.x=898;

scene--;

if (scene<0) scene=0;

if (!goneLeft){

goneLeft=true;

dream.arrow.visible=false;

bt1.visible=false;

bt2.visible=false;

bt3.visible=false;

bt4.visible=false;

bt5.visible=false;

}

}

function update(){

lastText = changetext.text;

if (changetext.text=="")

hud.y=67.4;

else hud.y=130;

changetext.border=(changetext.text!="");

changetext.background = (changetext.text!="");

if (scene == 2){

room.visible=false;

house.visible=false;

bubble.visible=false;

dream.visible=true;

dream.x=-98.75;

dream.y=-1.65;

}

else if (scene == 1){

room.visible=false;

house.visible = false;

dream.visible=false;

bubble.visible=true;

bubble.x=0;

bubble.y=0;

}

else if (scene == 0){

room.visible=false;

dream.visible = false;

bubble.visible=false;

house.visible=true;

house.x=0;

house.y=0;

}

else if (scene == 3){

dream.visible = false;

bubble.visible=false;

house.visible=false;

room.visible=true;

room.x=0;

room.y=0;

}

}

stage.addEventListener(MouseEvent.MOUSE\_DOWN, onClick);

stage.addEventListener(Event.ENTER\_FRAME, enter);